

T.L.P.'S LESS-THAN-COMPLETE-BECAUSE-THE-OTHERS-SUCK DRINKING GAMES GUIDE

Key to danger levels:

Low - Probably (but not always) tame.

Medium - Medium buzz factor

High - Potential exists for high buzz factor

Insane - Could get VERY nasty

Deadly - Don't do it, you idiot.

| <u>NAME</u> | <u>TYPE</u> | <u>DANGER LEVEL</u> |
|--------------------|--------------------|----------------------------|
| Asshole | Card | Insane |
| Bar Golf | Travel | High to Deadly |
| Baseball | Coin | Insane |
| Beat the Barman | Endurance | Deadly |
| Beer 99 | Luck/Skill | Medium |
| Beer Blow | Card | High |
| Beer Bomb | Skill | High |
| Beer Bungee | Strength | Low-Medium |
| Beer Chess | Strategy | Deadly |
| Beer Hunter | Luck | Medium |
| Beer Pong | Skill | Medium |
| Beer Pot | Skill | Insane |
| Beeramid | Cards | Insane |
| BeerOpoly | Monopoly | Deadly |
| Beirut | Skill | Deadly |
| Blind Poker | Card | Potentially Insane |
| Boat Races | Speed | Insane |
| Bouncing Ball | Vocal | Medium |
| Brain Damage | Card | High-Insane |
| Bullshit | Card | High |
| Buzz | Vocal | Low |
| Caps | Skill | Medium-High |
| Categories | Vocal | Low |
| Century Club | Endurance | Deadly |
| Checkers | Checkers | Insane |
| Death Ring | Card | Deadly |
| Dice | Dice | Insane |
| Dictator | Card | Insane |
| Drop the Dime | Skill | Medium-High |
| Drug Dealer | Card | Medium-High |
| Drunk Driver | Card | Insane |
| Fuzzy Duck | Vocal | Low-Medium |
| High-Low | Card | High |

| | | |
|-------------------------|------------|-------------|
| I Never | Vocal | Low-Medium |
| Ice Tray Quarters | Coin | High |
| Indian Poker | Card | High |
| James Bond | Movie | Medium |
| Kings | Card | Medium-High |
| Master of the Thumb---- | | Low |
| Mexicali | Card | Deadly |
| Mexican | Dice | Medium |
| Mexico | Dice | Insane |
| Name Game | Vocal | High |
| One Big Chicken | Vocal | High |
| One Up, One Down | Vocal | Medium |
| Pyramids | Card | High |
| Quarters | Skill/Coin | High |
| Queens | Card | Medium |
| Questions | Vocal | Medium |
| Red and Black | Card | Insane |
| Rhyme | Vocal | Low |
| Shotgun | Speed | Insane |
| Shra | Card | High |
| Sink the Battleship | Skill | Medium-High |
| Sixes | Dice | Insane |
| Snap | Card | Insane |
| Speed Quarters | Coin | High |
| Spinners | Coin | Low |
| Star Trek | TV | Medium-High |
| Suck and Blow | Misc | Low |
| Super Quarters | Coin | Insane |
| Taps | Coin | Low-Medium |
| Thirty One | Card | Insane |
| Three Man | Dice | High-Insane |
| Threshold | Dice/Coin | Insane |
| Trapped | Card | Medium |
| Twenty-One Aces | Dice | High |
| Up&Down the River | Card | Insane |
| Wuss Douchebag Fucker | Vocal | Low |

Asshole

This is a slightly more complex game, but very, very fun when mastered. This game requires a minimum of 5 people to play. High boot factor.

The first hand of asshole is the establishing hand. This will decide who is the President, V-Pres, Normal People, and the Asshole

for the next round.

Approximately 6 or 7 cards are dealt to each player; depending on the number playing, this can be higher or lower. The rank of the cards is as follows (most powerful to least powerful) 2, A, K, Q, ... 4, and 3. Someone is chosen by the method of player's choice to go first, and they play a card, the next person has two options:

- 1) to play a card higher than (but not the same) as the previous card.
- 2) or to pass on that turn.

For example, if a 4 is lead, a next player must play HIGHER than a 4, the the next player has to play higher than that. A new hand starts when all players pass, or when someone plays a 2 (the most powerful card). The last person to play a card, leads the next hand.

This proceeds until all players are rid of their cards. The first player out of cards is the President for the next round, the next out becomes the VP, the next players out are normal, and the last person out is the Asshole.

However, suppose that the person leading has two 5's. This person may play them both, then the next player must play two of the same card HIGHER than five; this player cannot play one card or three cards, only two. As well, three, or even four, of the same card may be lead. The only time a player may lay one card in a situation like this is if it is a two (the power card); a single two beats everything, and the hand ends followed by a new lead.

The roles for each player are as follows:

President: can make any player drink at any time. No-one may make the President drink but self. The President is the first player to start each round (a privilege of power). And the President should never have to refill own beer.

Vice President: can make any player drink at any time (except the Pres), but only the President or self can make the VP drink. The VP goes second in each round.

Normal People: These players can make each other drink as well as the Asshole. They play in the order they finished the previous round; first normal out follows the VP, second normal out follows first, etc.

Asshole: for many reasons, this player is truly the Asshole. This player has to do all dealing of cards, all sweeping of cards after the hands, and can not make any other

player drink. The asshole plays last in each round.

President-Asshole relationship: At any time, for any reason, the Asshole must do whatever the President says: drink, wear underwear on his head, blow the dog. The penalty of being Asshole is limited only by mutual consent of all playing prior to the start of the game.

A few recommendations: at the end of each round, the players should move seats in order to reflect the hierarchy, and proper playing order. Play your lowest cards first.

You are encouraged to abuse the power when President or VP, but remember it will always come back to haunt you, especially when abusing the Asshole.

Play as many rounds as desired.

Variable rules of play:

1. First of all, the ideal number of people to have play is four. If more than four play, take out enough cards (starting with the threes) or add jokers (jokers come in as high cards - higher than the two) to make sure everyone will be dealt an even number of cards. If more than seven are playing, use two decks of cards. (Hierarchy of cards (l->h) 3,4,5,6,7,8,9,10,J,Q,K,A,2,Joker)
2. The object of the game is to get rid of your cards first. The person who gets rid of their cards first becomes President, the next becomes VP, and so on.
3. The idea of the hierarchy (President, VP, Treasurer, . . . ,asshole) is that as soon as the cards are dealt you can make anyone below you drink. Asshole also has some extra jobs. He must shuffle the cards, sweep the cards after each round is played, and fill everyone's drink. If there is too much for the asshole to do, and the game is slowing down, vice-asshole will be requested to assist the asshole in his duties.
4. Before the hand starts, President gives the asshole his lowest card, and asshole gives the President his highest card. If either is caught not giving his absolute lowest or highest card (this means breaking up a pair of threes if you are the President) they are automatic asshole for the next hand. If eight or more are playing, President and asshole exchange their *two* highest and lowest cards, and VP and vice-asshole exchange their *one* highest and lowest card.

5. The President leads off the *first* round. After the first round, whoever won the last round leads the next round. If the person who won threw his last card, the lead follows to the left.
6. After the first card is led, play follows down the hierarchy. When play reaches you, you can play or pass. You can play by matching the card played or by playing a higher card. Also, if a single card is led, you must follow with a single card. If a pair is led, you must follow with a pair, and so on. If you can not match or beat the card or cards played, you must pass play to the next player. Even if you can play on the cards, you may choose to pass anyway (to save your high cards). The last card played wins the round.
7. Once a person leads, play only goes around *once*. For example, if the President leads with a 5, VP plays a J, Treasurer plays a 2, and the asshole passes, the round ends, and the Treasurer leads since he won that round.
8. Play continues until everyone has thrown all of their cards and the hierarchy is established for the next hand.

Other fun ways to drink more:

9. Before the hand starts, someone must give the President a toast (this is an opportune time to kiss ass to the President). If no toast is presented, the President can give out his own punishment.
10. There is a "social" (everyone must drink) when three cards of the same value are played in one round. Not only for three cards played by different people, but also for triples!
11. Then there is the board meeting. Everyone starts drinking and is not allowed to stop drinking until the person above him stops drinking (i.e. the VP cannot stop until the Pres. stops, the Treasurer cannot stop until the VP stops, et cetera). As you can see, this another disadvantage of being the Asshole (low man on the totem pole). Only the President can call a board meeting.

Well, I think that about covers the rules. It can sound like a difficult game at first (don't try to learn it drunk), but it provides hours and hours of entertainment.

I HIGHLY RECOMMEND THIS GAME FOR A GOOD GROUP OF FRIENDS WHO USED TO LIKE EACH OTHER.

BAR GOLF

There are two variations of Bar Golf, nine-hole and eighteen-hole, depending on the size of your town, the availability of pubs and bars within walking distance, and the stamina of the players. I recommend you play in teams or pairs, or bring “caddies” along, to keep players honest in scoring (just like the real thing).

HANDICAPS

Each player’s handicap is based on weight. The “no-handicap” weight is 180 lbs; for each ten pounds less than 180 a player weighs, they have a handicap of two strokes. A handicap may be redeemed in one of two ways:

- Strokes subtracted from the final score; OR
- Less to drink. Each stroke in the handicap translates to 1/2 less of a beer (i.e., if someone has a handicap of 4, they may skip two holes. No fractions, though: a handicap of 3 means you can only skip one hole).

Each player weighing MORE than 180 must drink an extra beer for every 20 lbs, PRIOR to the start of play.

THE GAME

Plot a course. The starting pub/bar/club is the first hole; subsequent holes should all be in walking/staggering/crawling distance, and should not include restaurants. Any other bar, club, pub, lounge, hall, or establishment in which alcohol is served and consumed on the premises is fair game, but all holes should be listed on the evening’s scorecard. Remember, all players are allowed 10 minutes to get from one hole to the next when the current hole has played; walking, taxiing, subway or bus are all allowed.

Tee off at the first pub on the course. All players order a beer. Drink it. This and all subsequent “holes” are initially scored a nominal par 3; that is, you have three chances to put the beer to your lips and gulp/chug it until empty. Additional strokes are scored or deducted as follows:

- Subtract one stroke for each lift *less* than 3 it takes to finish--BIRDIE or EAGLE.
- Add one stroke for each lift *more* than three it takes you to finish--BOGEY.
- Add one stroke for the hole if you have to take a piss--BOGEY.
- Add one stroke for every glass of water, soda, or other non-alcoholic beverage you have in-between beers--BOGEY.

- Also, add one stroke if you find yourself “in the rough”--that is, you get slapped, insulted, laughed at, or otherwise rejected by a member of the opposite sex (MOS)--BOGEY.

- Add one stroke if you don’t even make an effort with an MOS--BOGEY.

- However, subtract one stroke if you get a name and phone number--BIRDIE.

- Add two strokes if you spill or otherwise commit “alcohol abuse”--DOUBLE BOGEY.

- Add two strokes if the bartender or bouncer makes you leave--DOUBLE BOGEY.

- Add three strokes if you hit the “water hazard” (i.e, you puke)--TRIPLE BOGEY.

- Add four strokes if you don’t make it to the toilet before you puke--QUADRUPLE BOGEY.

- Getting into a fight is by itself score-neutral, however:

- Subtract one from your score if you win;

- Add two to your score if you lose.

- Getting lost on the way to the next hole is a FORFEIT.

- Wimping out and quitting early is a FORFEIT.

- Deciding you like a particular bar/club and declining to continue is a FORFEIT.

- Getting arrested for drunk and disorderly is a FORFEIT, because there’s not much we can do for you.

A HOLE IN ONE is assessed for that and all subsequent holes if you meet, hit it off with, and before the hole is done leave the premises together with the MOS of your choice.

END OF GAME

The NINETEENTH HOLE (or the TENTH HOLE, for a nine-hole course) is a bar, pub, or club chosen by mutual consent. At this hole, scores are tallied and punishment rendered for poor scores:

- EIGHTEEN HOLE GAME:

1-5 strokes over par: one additional beer

6-15 strokes over par: one shot (preferably Tequilla)

16-25 strokes over par: two shots

26-35 strokes over par: three shots

36-50 strokes over par: four shots

51 or more strokes over par: until you puke or pass out

- NINE HOLE GAME:

1-3 strokes over par: one additional beer

4-10 strokes over par: one shot

11-15 strokes over par: two shots

16-20 strokes over par: three shots

21-30 strokes over par: four shots

31 or more strokes over par: until you puke or pass out

Exempt from the punishment round is the Master--he who had the lowest score. If two or more are tied for the best score, however, they must each drink a congratulatory shot to the other's honor.

BASEBALL

Supplies: 4 shot glasses, beer, a quarter, and two teams of people

Drinking involved: LOTS!

Set up the four shot glasses in a row going away from home base (the designated shooting spot for the quarter). Each player on the visiting team takes turns shooting the quarter at the shot glasses. The first glass represents a single, the second a double, the third a triple, and the last a home run. Three strikes (misses of all shot glasses) and you are out. Three outs and the other team is up to bat.

Game follows as regular baseball and runs are scored in the same way (except that you have to keep track of the runners on base in your head). Drinking happens in the following manner:

- Fill the shot glasses with beer.
- If a player makes the quarter into a shot glass (gets a hit), he must drink the contents of the shot glasses behind the one he made. For example, if he hits a single, he must drink the remaining three shot glasses full of beer. If he hits a triple, he only has to drink one. If he gets an out, he must drink all four.
- The opposite team must drink for each run the other team scores.

This game is pretty simple but lots of fun (and lots of drinks)!

BEAT THE BARMAN

Another game for the insane, very very high buzz factor. As the story goes, nobody has ever won, lost or drawn.

Some tips :

- don't play it in a crowded bar (you may lose 'your' barman).
- Make sure the bar staff are friendly and can take a joke (very important to avoid a draw).
- Don't make any plans for the following morning.

The rules are simple :

- 1 The drinker approaches the bar and orders a shot drink (whisk(e)y, bourbon, vodka, etc., etc..).
- 2 The drinker pays for the drink with too much money (i.e. hand over a \$5-bill for a \$2 drink).
- 3 As the barman goes away to get change, the drinker shoots the shot.
- 4 When the barman returns with the change, go to step number 1.

The game ends in a number of possible ways:

- drinker falls over (Result: Bar wins).
- barman punches drinker's lights out (Result: Draw).
- drinker gets thrown out (Result: Draw).
- bar closes (Result: Drinker wins).

BEER 99

An interesting card game involving that "new" math. Medium level buzz factor.
Supplies: people, beer, and a deck of cards.

The object of the game is to play cards into a pile and have the value of the pile equal 99. You start off by dealing four cards to each player, then turn the top card over. Play goes around the circle with each person playing a card, mentally keeping track of total value of the pile.

Special cards:

King - Kept to avoid drinking or place drinking responsibilities on someone else, usually used near end of game.

Four - used as a skip card when you have none to play; can also be used to skip drinking responsibilities.

Tens - When the tally is in the 90's, this drops the value of pile by 10; otherwise it's a regular card.

Socials occur whenever the total equals a number ending in 9. Special socials on 69 and 71. On special you must drink twice.

Whoever gets hit with 99 must drink 1/2 glass.

After you play a card, draw another from the stack. When out of cards, reshuffle those already played.

BEER BLOW

Another very simple game (the best kind) with a high buzz factor. Supplies: people, beer, deck of cards, empty bottle.

The deck of cards is placed on the empty bottle. Each player blows cards off the deck on the bottle in turn. The one who blows the last card off the bottle has to drink one glass of beer.

If a player fails to blow a card off in one breath--including the last card--s/he must "chug".

For each ace visible among the cards a player blew off, the blowing player has to drink once. So, if someone blows down a bunch of cards and two aces are visible, that person would drink twice.

BEER BOMB

A game of fierce skill in the land of the very high buzz. You're going to need two card tables, ping pong balls, and of course, beer.

Set up the card tables on opposite sides of a room; the farther apart, the greater the challenge. Place a cup/glass/mug/yard of beer on the far table for each player.

Each player takes turns bouncing a ball off the near table trying to land the ball in the cup on the far table. If a player bounces a ball that does not make it to the opposite table, that player must drink from his/her beer. If a player is successful in landing the ball in an opponent's cup, the opponent must immediately bounce a ball into the cup of the successful player. If unsuccessful in the match, that person must drink the entire cup of beer with the ball in it. But, if the challenger is successful, the first player must drink his entire beer.

If you ever land the ball in your own cup, you must drink the entire beer with the ball in it.

BEER BUNGEE

Maybe not a game that you will be able to play every weekend, but will be highly entertaining when you get the chance. You will need a good 20 feet of bungee cord (or proportional to room size), beer, and willing participants.

Attach the rope onto a wall facing a bar or table. Make the gap

between the bar and the wall about 20-30 feet. But make sure that the bungee rope is only 20 feet long, but when stretched, reaches 30 feet or thereabouts.

Then place a beer onto the bar, tie someone to the other end of the rope and watch as they try to stretch their way to a beer.

Try and make it so that some of them can reach it, they will grab it and the bungee rope will then drag them back to the wall with the beer all over them.

The game itself doesn't get you drunk, but watching others do it after heavy drinking does - then try doing it yourself!!

BEER CHESS

Beer Chess is chess played with beer as the pieces. Beer chess is the unification of the intellect with the inebriated. Beer chess is stimulating brain cells as you kill them. Beer chess was created during a weekend retreat at the McEnaney Estate in Jackman, Maine, thus making Jackman, Maine the Beer Chess capital of the universe.

PLAYING THE GAME

Beer chess is played with beer, a lot of beer. One side uses Light Beer (white), the other side uses regular (black) of the same brands. (see list below) Our research and development team has concluded that one can expect a standard Beer Chess game to last up to five hours, assuming neither player passes out. Intermissions, however, may be declared on a bilateral basis.

BOARD CONSTRUCTION

As you may have realized, this game requires a big board. While beer chess boards are now commonplace in Jackman, in other places their availability is still limited. Again, our R&D team has arrived at a clever solution: bathroom tiles-large white bathroom tiles. Placed on a darker table at regular intervals, one can quickly construct a professional looking Beer Chess set. For an even cheaper board, cardboard coasters, available at most bars, serve as impromptu, portable boards.

PIECES

| | White: | Black: |
|------------|-------------------------|----------------------------------|
| 8 pawns: | Bud Lights (8oz can) | Budweiser (8oz cans) |
| 2 Rooks: | Miller Light (12oz can) | Miller Genuine Draft (12 oz Can) |
| 2 Knights: | Busch Light (12 oz Can) | Busch (12 oz Cans) |
| 2 Bishops: | Coors Light (12 oz Can) | Coors (12 oz Cans) |
| Queen: | Michelob Light (Bottle) | Michelob (Bottle) |
| King: | Bud Light (Bottle) | Budweiser (Bottle) |

STANDARD RULES:

1. When one moves a piece, one must sip from the piece moved.

2. When one's piece is captured, one must drink the entire piece.
3. Castling requires two sips: one from the King, one from the Rook
4. *En passant* requires only one sip (as in a standard pawn move)
5. When one's pawn reaches the eighth rank, and is exchanged for a queen (or other piece), one's opponent must drink the remainder of the pawn.
6. Once a piece is sipped, that piece must be moved (taking back moves is not allowed)
7. One may take as long as one wants to drink a captured piece, but the piece must be quickly consumed when a second piece is captured.
8. After each exchange of pieces, the players must toast each other's health with the exchanged pieces.
9. When one is put in check, one must sip from the King.
10. Passing out constitutes a resignation.
11. A player may not go to the bathroom before his move.
12. When one is checkmated, one must drink:
 - 1) The remainder of one's King
 - 2) The remainder of the opponent's King
 - 3) The remainder of one's pieces (and that's a lot of beer)

GENERAL HINTS:

1. Take big sips out of pieces you expect to trade, when moving those pieces. This technique evenly distributes the amount of beer you will consume, and decreases the amount you will have to drink from that piece when it is traded or captured.
2. If you are a light drinker, avoid exchanges (especially if you are down a piece)
3. Avoid sacrificing pieces for position. A sacrifice will only force you to drink more. Remember, in this game, you can be beating your opponent, not only by the fact that you have a greater number of pieces left on the board, but also by the fact that you have a greater number of surviving brain cells left.

BEER HUNTER

The rules are so easy, a drunk person could understand. All you need for this game is a sixpack, a box, and people to play it with you.

Take one can. Shake it. Now I don't mean just shake it, I mean SHAKE the sucker, 'till it's about to blow up. Then put it in the box with the others and mix them around (one person not looking) and then switch them around again (the other person not looking). Basically, nobody knows where the shaken can is.

Now, one person picks a can, holds it to his/her head at an angle, and opens it. If it's not the one, s/he has to drink it. If it is the one, s/he gets a wet head and you can start all over or whatever. Then, if it wasn't the one, the next player takes one and tries. etc.

BEER PONG

Just like ping-pong, this can be played either in singles or doubles. Supplies: players, beer, and a ping-pong table (or make your own, described later).

Each player fills a cup with beer and places it one paddle-width from the end of the table, in the center (or a paddle-width from the side for doubles). Hitting your opponent's cup earns you a point and requires the opponent to sip (5 sips to a cup). If you get the ball in your opponent's cup, you are awarded 5 points and the opponent must drink whatever remains in the cup (excluding the ball).

No player may touch the ball prior to its hitting the table or a cup; if the ball hits a cup before hitting the table, it remains in play even after a single bounce on the table. A player may attempt to save a point after the ball hits a cup by returning it (provided of course the ball has bounced no more than one time). Multiple hits count only as a single point (exception: a ball hitting a cup and then bouncing inside the cup, or inside the partner's cup, counts as a 5-point inside-the-cup "poofter").

A number of house rules are common - knocking a cup over is grounds for a penalty chug (but no points); ball may not be "auto-returned" via a fortuitous bounce off the cup, etc. The trajectories of the volleys should be high arcs, to keep things civilized (and to maximize your chance at a poofter).

Travel hints: Beer pong nets can be created using some string, two chairs, and three or four paper towels.

BEER POT

An incredibly simple game that will knock you out of your chair. Basic supplies: beer and people (as usual), plus a big pot, or pitcher.

All players sit in a circle. Each player contributes one beer to the pot. One player starts drinking from the pot. This person can drink as much or little as s/he chooses. When done, the pot passes to the next player who does the same thing. The person who empties the pot is the winner. The person who drink immediately before the winner is the loser.

The loser must then put a beer in the pot for each of the players; then play starts again. Or a variation is that the loser puts in two beers, the winner zero, and everybody else puts in one.

This is also a great game to be played in bars. Buy a big pitcher of beer. Pass it around. The loser buys the next pitcher.

It is important that the pot/pitcher is big - it makes it harder to judge the amount of beer remaining.

BEERAMID

Beeramid (rhymes with pyramid, go figure) is a game that involves a tremendous amount of drinking. Supplies: people, beer, and a deck of cards.

A Beeramid (pyramid) of cards is constructed by placing a certain number of cards face down in a row (usually seven) as the base and building up until there is one card as the top of the Beeramid. The remaining cards are distributed as evenly as possible among the players. The dealer turns over the first card at the base of the beeramid and calls out the card value. Anyone who claims to have that card may give one drink to anyone else. That person may either drink or call the bluff by saying "bullshit". If the first person has the card after all, he shows the card and the victim drinks twice. If he doesn't have it, he drinks twice himself. Once a row of the Beeramid is completed, the first card on the next row is drawn, and every card now has the same value as its row. Each person with a card on the second row can give two drinks, on the third row three drinks, all the way up to the seventh row. All bullshit calls double the value of the row, of course, making them risky propositions as time goes on.

If someone has more than one of a card (say a five is drawn and someone has two fives in his hand) he can give both fives to the same person or split them up. He only needs to show both cards if both players call bullshit; if only one player calls bullshit he only needs to show one card.

At the seventh row, if people are taking honest drinks, a bullshit call should result in about a full beer's consumption by **SOMEBODY**. For this purpose we usually buy a bottle or two of a heinous-tasting beer (your choice) to serve as the "Penalty Beer". Anyone losing a bullshit challenge on the seventh row must finish the Penalty Beer without taking it from his/her lips.

This game has a surprisingly high intoxication factor, especially if played with eight levels instead of the usual seven.

BEERopoly

An adaptation to the classic game of Monopoly, with a slight twist. Buzz factor is very high. Supplies: players, the game itself, and beer.

The game is Monopoly, but no money is needed; players use beer instead. Each \$100 = a drink (sip usually). The rules of money changing hands is a bit tricky. If a player owes money to the bank or another player, that player that owes drinks. If a player is owed money by the bank only (passing GO, for instance) that player must drink (a variation is to have everyone **ELSE** drink when a player should collect money from the bank). All dollar values are rounded UP (i.e. \$2 for Baltic

is still one drink). It's a social game, and extra rules should be added as needed. Buying property at the start of the game is the hardest part. But then again, imagine paying \$2000 rent on Boardwalk with a hotel!

BEIRUT

This game is similar to the game "Libya" but more violent. You can play with more people and of course more beers. You'll need the same gear as with "Libya," cups, ping pong balls, a long table, beer, and participants.

You fashion the cups in a pyramid with a base as large as of however drunk you want to be. When Team 1 lands a ball in a full cup, Team 2 must drink it. However, unlike "Libya", do not remove the cup. Drink it and place it back where it was. Now if Team 1 lands the ball in any empty cup, Team 1 must drink a penalty from beer not on the table.

Keep firing until all the cups on one team have been drained. Once this happens, the losing team (the one with no full cups left) must drink the remaining cups from the other team. Again, very simple

BLIND POKER

This is a crazy game of drinking and daring... A real good way to see who the craziest bastard in the room is. You need a deck of cards and plenty of drinks for everybody. To start the game, deal out one card (face down) to everyone. Make sure that nobody can see their card when it is dealt out. Each person then takes their card and presses it to their forehead so that everyone else can see it. Make sure though that nobody can see their own card. The person to the left of the dealer starts off the bidding. For example, that person can say: "1 drink", which means "I'm betting one drink that I don't have the lowest card." The next person has three options: Drink, See, or Raise. If you don't want to take the chance of being the lowest when the number of drinks gets really high, you can Drink... So if the current level is one you can get out of the bidding by taking one drink. If the second person does not believe that their card is the lowest, they can raise the level to two (or more) drinks, or they can say See (say the same number that the person before them did.) The next person has to raise, see, or take two drinks. Play progresses until every one at the table has stop raising the level. Then everybody puts their cards down, and the person with the lowest card takes however many drinks the bidding was up to. In the case of a tie for lowest, all players with that lowest card have to drink. Of course, if any players "drank" out of the bidding earlier, their cards are not counted and they do not have to drink at the end of the round.

BOAT RACES

One of those classic endeavors that leaves everyone wet and drunk. Very high buzz factor. Supplies: people and lots of beer.

Have everybody divide up into two even teams. Each team lines up opposite each other, preferably down a long table, or just sitting on the ground. Fill each glass full of beer and place in on the table in front of each player. The players can not touch their glass before they are allowed. The first players on each team start the game by drinking all of their beer and setting the glass back on the table. When the glass touches the table the second person drinks his beer and sets his glass on the table. This continues until the last beer is gone. The first team to place their last empty glass on the table wins. Wins what, you may ask? Not a damn thing.

Alternate version: each player has two glasses of beer. The race goes down the line and returns. That means the turn-around players have to drink two beers in a row.

BOUNCING BALL

A very interesting and imaginative game. Medium level buzz factor. Supplies: people, beer, and an imaginary ball.

Everyone sits around a table. There are only three words that can be said: WHIZ, BOUNCE, and BOING. Someone starts by saying one of the words.

WHIZ = the ball passes to next player.

BOUNCE = the ball skips the next player and goes to the following player.

BOING = ball hits wall and reverses direction.

The penalty for errors is drinking.

Variation: play with difficult words such as PERFIGLIANO, SCHWARTZ, and a players name.

BRAIN DAMAGE

A fantastic game. Undoubtedly when you first explain this game, people give blank stares and are confused, but after a quick round, everyone usually gets the hang of things. You'll need a deck of cards with all 8s, 9s and the red 10 tens removed, people, and the ever-important beer. The buzz

factor starts out low, but with lots of people, dealing last can be dangerous at best.

The ranks of the cards are:

| | |
|------------|------------|
| Face cards | .5 points |
| Aces | 1.0 point |
| 2-7 | face value |
| 10s | wild |

The game is played just like BlackJack but to 7.5 points.

First, lay out all cards face down, everyone "cuts for deal". Highest card deals first (10 would be 7.5, 7 is very good). Deal will go from highest draw to lowest. Very important: you cannot leave the game until after you have dealt. That's why dealing first is great, dealing last has been known to result in "Brain Damage."

Dealer takes deck, deals one card face down to first player, one card face down to self. Player looks at card, then bets any amount of beer, a large shot glass is usually a good limit.

Player keeps first card face down, and can take as many hits as he wants. If he goes over 7.5, he must announce that fact, and then drink the bet. If not, when he stops, dealer turns over his card, and then hits until he thinks he has the player beat. If dealer busts, he drinks the bet.

When the dealer is satisfied with his hand, the player turns over his card. Lower total drinks. Ties mean player drinks. The dealer then goes to the next player, repeating the process until the deck is exhausted.

If the player gets a "five card charlie" (5 cards, not busted), he wins immediately, dealer cannot draw, dealer loses even with a 10 in hand. If player draws to 7.5, dealer can of course try to tie (win).

If the dealer begins dealing begins with six or less cards, the penalty is to deal again. With six or less cards, dealer lays them face down, the player bets, they both draw a card, loser drinks (tie == player drinks) Play continues until everyone has dealt.

BULLSHIT

Another mentally challenging card game involving beer. High level buzz factor. Supplies: beer, people (not more than 6 for a good game), and a deck of cards.

Sit in a circle, deal out the entire deck of cards evenly, or thereabouts, to each player. The object of the game is to get rid of all your cards. Starting with aces, the first player lays down the number of aces s/he has, stating the number of cards. Even if the

player doesn't have any of the card, LIE.

If someone thinks that you are lying, they say "Bullshit!" If that person is right, you drink an amount proportional to the number of cards in the stack; lots of cards already played = lots of drinks. However, if you were honest in your play and someone says "Bullshit!" that person ends up drinking the prescribed amount.

Play starts with aces, then goes on accordingly, through kings, then repeats back to aces.

Oh, by the way, if you have to drink because of either being caught bullshitting or falsely accusing, in addition to drinking, you must also pick up all of the cards already played and add them to your hand.

Play continues until someone runs out of cards. If you so choose, play could continue down to the last two players.

BUZZ

Simple game, low buzz factor. None the less entertaining when a good buzz is already attained. Required supplies: people, and of course, beer.

Sit in a circle. The first player says 'one,' the next player says 'two,' and so on down the line. However, when someone reaches a number that is divisible by 7, s/he says "buzz."

If the player misses a "buzz" when needed, or when an unnecessary "buzz" occurs, that player drinks.

The obvious challenge is to see how high of a number can be attained; but this also means very little drinking. The known current record is over 1200.

Variation: An honest "buzz" would change the direction of the circle. Or add '11' into the rotation and say 'Bizz' for divisibles of 11. In this case, watch out for 77.

CAPS

Number of players: minimum of two
Equipment: at least two cups (standard keg cups work great)

as many bottle caps as you can get a hold of
water
beer

The game:

Players sit approx 10 feet from each other on the floor (depends on the size of the room and the skill of the players). Players alternately flip the bottle caps at each others goal - the cup, which is filled about half way with water (this prevents caps from popping out). If a player makes a shot he scores one point; however the opposing player is allowed the chance to "cancel" the point by making his next shot. If the opposing player misses his cancel shot he is required to take one drink (we generally equate six points to one 12oz beer - no milking). If the opposing player makes his cancel shot, no points are immediately scored. Player one shoots again and if he misses he must drink once (no points). If he makes his second shot it is once again up to player two to cancel - if he misses he drinks twice, if he makes then player one must make or else drink twice. This can go on to the point where a player must chug his whole beer before he can shoot again - only one point is awarded, though.

The only other rule is that any ricochets are worth two points (i.e. a bounce off the floor, or a thigh, or the wall. To cancel, player two must ricochet his cap also. If he just makes a normal shot he cancels out one of the two points and must take a drink.

Games generally go to 15 and you must win by two.

We have played this with as many as four people to a team, or if your room is large enough you can spread individuals into various formations for individual play.

This game was originally played with your beer in the cup that was being shot at - it got pretty disgusting - use the water method. Not only did beer get all over the carpets/floors but whatever was on the carpets/floors got in your beer. Blech.

CATEGORIES

A simple game that requires a little bit of thought. Standard supplies: people and beer.

Any player can start the game, all it takes is the calling out of a category. The next player then has to say some that fits into that category. Play ends when somebody repeats something that has already been said, or can't think of anything new. The player at fault takes a drink,

then play starts again with a new category.

Sample categories: States, Cars, Brands of Beer, Sexual Positions, Brands of Cigarettes, Venereal Diseases, Colors, etc.

CENTURY CLUB

This is another straightforward simple game, the best kind. You will end up very drunk, very quickly if you play this. The necessary materials are: people, lots of beer, and a designated time keeper.

Every minute for 100 minutes, each player takes a shot of beer (1 oz or 1.5 oz, you choose). At one oz, this equates to just short of nine cans of beer in less just over 1.5 hours.

The game starts out slow, but in the later rounds you wonder where the time went.

It helps to have a timekeeper; otherwise, you tend to miss a few shots here and again.

Remember, not everyone makes it to 100. But if you do, be rightly proud.

CHECKERS

Nothing quite like a drinking game based on games we grew up on. The normal supplies are needed: beer and people. But you will also need a checker-board (or something similar), and instead of checkers, lots of small glasses, such as a shot glass. Actually the glasses should be of two different types, one for each player.

Set up the board normally, and fill the glasses with beer or some other drink. Be warned: straight shots will cause death.

Play the game as you normally would, except that you have only five seconds to make a move. When you jump a player, that person has to drink the glass. The losing player then also has to drink the remaining shots on the board.

Another version is a tag-team game. Each player on a team alternates the moves. The only stipulation is that there is no talking allowed between partners.

DEATH RING

The name alone should inspire great caution. Gather many risk-loving friends, mass quantities of beer, two decks of cards and get ready for some serious consumption.

Everyone is in a circle. The first person draws a card. The next person draws a card. If the card is related to the first card drawn (related meaning it is the same value or if it is the same suit) then both players must drink the number of sips as on their card. (jack=11 drinks, queen=12, etc.). If they have both have the exact same card then they have to drink double the face value. Ok, if that doesn't sound bad enough, it gets worse. The next person in the circle is the one who gets to count the sips the first two are drinking, as fast or slow as he/she wants. But--and this is a big but--if one of the drinkers finishes their beer before the counting is done, then the person counting has to finish his beer. (It's best to play this game with cans of beer or cups so you can bluff as to how much beer you have left).

Ok, now, the third person draws, if the card is related to either the 1st or 2nd card, then all 3 have to drink (the fourth person counts), and say that one and two had a match, then they still drink double. Now continue around the circle. If a card drawn fails to be related, the ring is broken, and start again. If the ring makes it all around the circle, then the first guy gets rid of his card and becomes the counter, then is next to draw a new card.

Ok, a sample round. Let's have 6 people in the ring.

player 1 draws a 7 of clubs

player 2 draws a 9 of clubs

player 3 counts to 9 while players 1 and 2 drink

(player 1 stops at 7 drinks)

player 3 draws a 7 of hearts

player 4 counts to 14, player one finishes beer before 4

is done counting, player 4 has to finish beer

player 4 draws a 10 of hearts

player 5 counts to 14

player 5 draws a 9 of diamonds

player 6 counts to 18

player 6 draws a 4 of hearts

player 1 discards his 7 of clubs (no longer in play)

and counts to 18

player one draws....etc.

Be careful with this one.

DICE

Quite similar to, but not as involved as Three Man. Still,

a high buzz factor. Standard supplies: beer, people, liquor, dice.

Roll two dice. Anything that adds up to six (i.e. 2-4, 5-1) or has a six in it (i.e. 6-1, 6-2, 6-3, 6-4, 6-5), you drink a "good" gulp of beer. Any time you roll double 2s, 4s, or 5s you drink that many (2, 4, or 5) "good" gulps of beer (You can modify this to just one "gulp" on doubles). If you roll double 3s you are penalized twice, for getting doubles and adding up to six. Thus four "good" gulps (or 2 if you play the modified rules). The killer is double 1s or double 6s. For this you do a SHOT of your favorite poison (i.e. JD, Southern Comfort, tequilla, etc). Lastly...you continue rolling until you get something that you don't drink on (i.e. 1-2, 1-3, 1-4, 1-5, 2-3, 2-5, 3-4, 3-5, 4-5). If you roll the dice off the table, you are also rewarded with a gulp of beer.

DICTATOR

As the name implies, dictator is another "abuse of power game," such as "Asshole." Standard supplies: people, beer, and a deck of cards. Of course, a bad joke regarding potatoes always comes to mind, but that's a different story.

Begin play by having all players draw a card. The player with the highest card is the dictator. The dictator then announces some card-based condition(s) and deals out as many cards as he likes (try to keep it less than 5 per player). For every card a player has that meets the announced conditions, they take a drink. The dictator is also dealt a hand of cards, except he gives, rather than takes, drinks based on his cards. After dealing, the dictatorship passes to the left.

Easy conditions are: all odd cards, all red cards, etc (as always, be creative). Conditions can be combined. For example: if the conditions are all red cards drink once, all even cards drink once, and all aces drink twice, then a player with the ace of hearts would drink four times (face cards are Jack=11, Queen=12, King=13, and Ace=14).

Variation: The dictator can use other non-card based conditions as they want. This is the reason and rationale of being dictator, to change the rules as you please and keep the game interesting.

DROP THE DIME

To play this game you will need a cigarette, a glass, a napkin, and a dime. Unfold the napkin and place it over the mouth of the glass so that it will stay in place (may need to secure with tape or rubber band). Then place the dime in the center of the napkin. The object is to see how much of the napkin you can burn away, taking turns, with the cigarette.

The player to cause the dime to drop consumes a full glass of beer.

DRUG DEALER

Quite a simple game actually, with a low-mid boot factor.

This is a game to play while doing other things at a party. To play the game you need one playing card for each participant. You always need one King and one Ace, and a variety of numbered cards--some low, some mid, some high, but just one card per player.

The cards are dealt face down; take a quick peek. The person who gets the King is the cop, the person who gets the ace is the drug dealer, everyone else are bystanders.

It is the drug dealer's job to VERY discreetly wink at another player; this person must eventually say 'the deal has been made.' At this time the cop identifies him/herself and tries to figure out who the dealer is. The cop IDs a player as the dealer; if wrong, the cop drinks the number shown on the card, and then chooses again; if wrong again, he drinks the number on that card. When the cop chooses correctly, the drug dealer drinks the NUMBER OF CARDS remaining (not the total of the numbers on the cards).

After that, the cards are redealt and the game goes on.

This is a great game for when people don't feel like playing a game, because it's the regular socializing that helps disguise any winks and keep the cop on his/her toes. However, it helps a lot if the players do sit in a circle while playing, and not spread around a room.

Obviously if you want to increase the boot factor, play with high numbered cards.

DRUNK DRIVER

The rules are easy: there's a dealer and there's one 'driver.' The dealer deals 6 cards (more for a greater challenge, less for an easy road) face down to the driver. The driver turns over a card and one of the following will happen:

if the card is a non-face card or ace, nothing happens and the driver moves onto the next card.

if the card is a face card or ace, the driver is dealt additional cards based on which card; Jack = +1 card, Queen = +2 cards, King = +3 cards, and Ace = +4 cards. As well as being dealt more cards, the driver also has to have a drink for each additional card. (ace turned over 4 cards and 4 drinks).

The game continues until the driver has successfully made it off the road (gone through all cards dealt). If the dealer runs out of cards, simply reshuffle the cards already played.

FUZZY DUCK

A good get-to-know-ya kind of game. Simple supplies: people and beer. Low buzz factor. Not too bad a game after everybody's had a few.

Begin the game by saying "fuzzy duck" to the person to your left. That person then says "fuzzy duck" to the person on his/her left. This continues until someone decides to change the direction of play by saying "does he" (duzzy). "Does he" changes the direction and the phrase that is said. Not only does the direction change but the players must now say "ducky fuzz." Now the game is going to the right with "ducky fuzz." The direction is then changed back by saying "duzzy." The words to say go back to "fuzzy duck."

Any screw-ups ==> drink. After awhile when the mistakes are more frequent, it turns into, "Does he F**ck?" or "F**k he does."

Variation: the same player cannot say the same thing consecutively within the same round. ie: if player 1 starts with "Fuzzy Duck," and play comes back around to him, he must say "Does He" before being able to say "Fuzzy Duck" again.

HIGH-LOW

This is another very easy game with a pretty decent buzz factor. Materials needed: people, beer, cards.

Player one is dealt a card. S/he then guesses whether the next card will be higher or lower than the next card. If wrong, s/he drinks once (because one card was showing). If correct, s/he guesses again. After taking at least three cards, the player may choose to continue or pass, BUT ONLY after having taken at least three cards. If the player pass, the next player starts

where the previous left off.

When a player guesses incorrectly, s/he drinks for each card showing. SO, the strategy is to build up a lot of cards and then pass it to the next player.

Before play starts, determine by vote if equal cards are a loss or correct guess.

I NEVER

This is a great game for a group of close friends or people who really like to share hints of their dark pasts. Only supplies are people with inquiring minds, and beer. You probably won't get drunk playing this, but it's a great ice-breaker for a party.

Everyone sits around around a table, or on the floor if you so desire. One person goes first by making a TRUE statement that begins with "I never...." For example, "I've never been to Disneyland." Then, if any other player HAS DONE what the person said, they simply drink.

As the game progresses, the statements tend to get more personal and explicit. But the game only works when people are honest. However, if somebody drinks on an "I never..," no explanation is necessary. For example, if someone says, "I've never had sex with an inflatable doll," and someone ends up drinking to it, no explanation is needed, just a drink of affirmation.

As always, be creative.

ICETRAY QUARTERS

Supplies: Ictray, beer, a quarter, and people

Drinking involved: LOTS!

Play follows as regular quarters except you are shooting into an icetray. The right side of the tray is the "give" side and the left side is the "take" side. The number of drinks to be given or taken corresponds to how far away the hole is. One drink for the hole closest to you and then one more for each one further away. You shoot until you miss or hit the "take" side and must drink yourself.

INDIAN POKER

A pretty silly looking game, but that's what makes it fun.
Supplies: people, beer, and a deck of cards. Medium-high buzz factor.

Each player is dealt one card that they can not look at. They must place the card on their foreheads so that everyone else can see the cards. Of course, that means you can see everyone's card but your own.

Dealer begins by betting that he has the highest card by saying how many drinks he wishes to bet. Players who don't think they can win fold and take as many drinks from their beer that the current bet is at. The player who ends up losing with the lowest card must drink the total of the bets.

THE JAMES BOND DRINKING GAME

Just put on a James Bond Film

Every time someone says "James" drink twice.
Every time someone says "Bond" drink twice.
Every time someone says "James Bond" drink half a beer.

Can be quite amusing, especially when our hero says
"My name is Bond, James Bond"

Every time James says "Miss Mollypenny," sigh audibly and drink.

If JAWS flashes his teeth, everyone drinks.

Every time Q kills a dummy with a household item, everyone must kill their drink and name the closest household item to them. If they do not--or, if they do not name the closest item--the offender must drink again. Regardless, the last to speak up must drink again.

Every time James Bond orders a vodka martini, everyone must say "SHAKEN--NOT STIRRED" before Bond. If not, they drink.

The first time Bond gets laid in the film, everyone must say "God save the Queen."
Offenders must drink. The second and subsequent time Bond get's laid, everyone must shout out the hair color of the previous conquest. Those who don't--or the last--must say "Oh, James" and drink. If they fail to do either, they have a choice of quoting:

-- The girl's nationality

-- What Bond said just before the act
-- What the girl said when he walked out
If again they fail, they have to drink and say "SPECTRE."

KINGS

A simple game, could be quite interesting. A game that could very easily be played in a bar, making the lives of others more interesting. Played with liquor, not beer. Supplies: people, a variety of liquor, and a deck of cards.

Shuffle the cards. Start dealing one card at a time, face up, to each player. The first person to be dealt a king picks a liquor, the second dealt a king picks the mixer, the third makes the drink (or buys it), and the last dealt a king drinks it.

This can turn out to be quite a laugh; it relies purely on chance, and if you pick a really disgusting liquor or liquor/mixer combination, it could happen that you'll be the one required to drink the concoction.

MASTER OF THE THUMB

This game is played in conjunction with any other game during the course of the evening. It is very simple and easily adapted.

The game starts by picking the person who will be the first Master Of The Thumb. While sitting around the table having a good time, the Master Of The Thumb can, at any time s/he chooses, non-chalantly place her thumb on the edge of the table. After she has started this, anyone who notices must follow example. The last person to place his/her thumb on the table loses and has to drink, but they do become the new Master Of The Thumb. If anyone places their thumb on the table without the real Master Of The Thumb starting it, they have to drink.

MEXICALI

One of those potentially very sinister games, a chance to piss a lot of people off, or likewise be pissed off yourself. But hey, you'll be wasted because this game has a Deadly buzz factor. You'll need people, beer, and a deck of cards to play.

All the cards are dealt to players BUT THEY DON'T LOOK AT THEM.

Person #1 turns over a card, let's say it's the 3 of hearts. Person #2 then turns over a card, say the 8 of hearts. Now Person #3 tells them both to start drinking because they have a pair (two hearts) and Person #3 starts counting. When he gets to the number 3, then person #1 can stop drinking and when he gets to number 8, person #2 can stop. The problem is that person #3 can count as fast or slow as he wants and others have to keep drinking no matter what. Also, person #3 has to catch the pair BEFORE he plays his card.

Okay, now say person #3 puts down an ace of hearts, then person #4 tells #s 1, 2, and 3 to start drinking and counts until 14. Aces=14.

Now say that person #4 puts down an ace of spades, then the next person (before playing his card) catches them and then starts counting to 28. Because $14+14=28$. (same value is doubled/tripled) Both #3 and #4 drink until 28.

This will get you very drunk if you're friends are cruel. If counting, feel free to go to the bathroom, get another beer, go on a food run, etc, while in the process of counting.

MEXICAN

Takes a bit to catch onto, but once understood, quite a competitive game. Requires people, beer and dice. Medium buzz factor.

Someone arbitrarily goes first by rolling the dice. The score for the dice is as follows:

2 & 1 = Mexican, the highest possible roll.

(if you throw one of these, the eventual loser has to drink double the standard drinking quantity being used for the game.)
(each subsequent mexican in that round will double the required drink for loser). More easily understood later.

3 & 1 = scumbag

the thrower immediately has to consume one drink. This throw does not count as one of the thrower's goes.

Any double = 100 times the double i.e., double 1 scores 100, double 2 scores 200 etc.

Any other throw = The highest number multiplied by 10 + the smallest number i.e., 5 & 4 scores 54, 6 & 1 scores 61 etc.

The starter has the choice of one, two or three rolls to obtain the best score they can. The starter's score is the score of their last throw i.e., if you throw a 61 then 63 with your first two throws and elect to take a third throw, you must count the third throw even if it's lower. Every other player in the game has the choice of throwing up to as many times as the

starter i.e., if the starter takes one throw, all other players have only one throw.

Holding a dice - if a player has more than one throw available, they may hold a 1 or a 2 (if thrown) for subsequent throws i.e., if you have 2 or 3 throws and you throw a 4:1 on your first go, you may, if you wish, only pick up the 4 and throw it as your next go. This tactic will increase your chance of a mexican, while also increasing your chance of a low score or scumbag. If you throw a scumbag you may not hold the 1.

The loser is the person who throws the lowest score. In the event of a tie, all players with the lowest score must roll one dice and the lowest number loses.

Play as many rounds as desired.

MEXICO

Modified rules to Mexican; but unlike Mexican, its got a Insane buzz factor. Supplies: beer, people, dice, and a cup that you can't see through.

Choose someone to go first, and roll the dice, take a peek, and don't let anyone else see the roll. You can either tell the truth on what you rolled or lie about it.

The bigger of the dies is tens, the smaller is ones. So, if you have 4 and 5, your hand is 54. 6 and 1 is 61 and so on. So hand 16 does not exist.

You always have to roll, by truth or lie, better than the previous player. The hands are in numerical order with the following modifications (starting with the highest):

1-1 special

2-1 special

6-6 5-5 4-4 3-3 2-2 pairs are better than a mixed hand

6-5 6-4 6-3 6-2 6-1 5-4 ... 3-1

The next player decides whether he believes the roll or not. If he doesn't, he lifts the cup to check. If the truth was told, the person who questioned must drink (1/3 of a bottle/can is standard). If the liar is caught, the liar drinks. However, if the person chooses not the question the previous roll, he takes the dice (not looking at them) and rolls, continuing the game.

If you roll (or lie) 1-1 (the highest roll), you may tell someone to drink. If the person believes, he drinks once and the next player continues. If the person wrongly accuses him of lying, and the 1-1 was true, he drinks twice. (Once for 1-1 and once for checking a true hand.)

2-1 (mexico) changes the direction of the game, and, of course, can be challenged.

Basically, that's the game. There is, however, special sanctions in some cases:

- If you drop a dice (and someone notices), drink once
 - in case of two dice, drink twice. If no one notices, continue normally. (If the following player believes your 5-4 with only one dice, it really isn't your concern after that.)
- If you roll, and one dice escapes the cup, drink once
 - two dice, twice
- If you break the cup, drink three bottles and fetch another cup.
- If you lose a dice, again three bottles.
- If you say a lower hand than the previous, or say an unexisting hand (2-3 for example), and if someone notices, drink once. If no one notices, continue normally.

In all cases (except 1-1), when someone drinks, the player next to the drinker begins from zero.

THE NAME GAME

Another good "get to know ya" kind of game. Medium buzz factor. Only the standard supplies are needed: people and beer.

Everybody sits in a circle, (isn't this how most games start?) and someone starts by saying the name of someone famous, or pretty close to being famous as far as those people are concerned.

The next person says a name that starts with the first letter of the last name of the previous name. Sound confusing? Not really.

Mel Brooks

Bart Simpson

Sam Donaldson

Dick Vitale

Vincent Price

Pat Robertson

Rick Mears

Michelle Pfeiffer

If a player can't think of a name IMMEDIATELY, they must consume for the DURATION until they can think of an appropriate name.

Play never stops, it is always moving. Now, if someone says a name that begins with the same letter on first and last names (ie: Donald Duck, Mickey Mouse) or is a single name (ie: Madonna, Cher) then the direction of the circle reserves.

For example:

Michelle Pfeiffer

Patty Duke

Donald Duck
(direction change)
Davy Jones

Jesus (direction change)

Jim Morrison

Mike Tyson

and so on.
(also referred to as "Think While You Drink")

ONE BIG CHICKEN

A great bar game, any number of people may play. High buzz factor. Supplies: people and beer, the basics. But what's really important is to have someone who knows all ten phrases.

The person who knows all the phrases begins, one phrase a time. The game follows the same routine as the Twelve Days of Christmas. So, the sixth person in the circle would have to repeat the sixth phrase,

as well as the previous five.

If you mess up a phrase you drink the number of phrases you had to complete, and then start over at the first phrase. This continues until the game is completed, saying all ten without screwing up.

The phrases are:

- 1 Big Chicken
- 2 Cute Ducks
- 3 Brown Bears
- 4 Hairy Running Hares
- 5 Fat Females Sitting, Sipping scotch, and smoking cigarettes
- 6 Sheets Slit by Sam the Sheet Slitter
- 7 Sexy Siamese Sailors sailing the seven seas
- 8 Echoing egotists echoing egotistical ecstasies
- 9 Naughty Knocked up Nuns navigating the Nigerian desert towards the nunnery
- 10 fig pluckers plucking figs, I'm not a fig plucker or a fig plucker's son but I'll pluck figs until the fig plucking's done!

Have fun.

ONE UP, ONE DOWN

You will first need to find a "Judge" who knows the rules of the game. I would like to tell the rules, but there is a curse on anyone who tells the rules. This is a game you have to DISCOVER the rules to.

Here's how the game works. Any number of people sit in a circle with the drink of their choice in hand. The object of the game is to discover the rules of the game. Go around the circle, one person at a time, and each person in order must say one of these three things:

- 1) "One up, One Down."
- 2) "Two up."
- 3) "Two down."

If you pick the right one, the Judge will tell you "Right!" If you pick the wrong one, the judge will tell you "Drink!" No matter what happens the next person in the circle has a turn, and play continues all the way around the circle until everybody figures out the pattern and nobody is drinking anymore.

I would love to tell you the rule, but it is much better to discover it on your

own. I promise you that it will be one of the happiest moments of your life when you discover the pattern. There should be no problem whatsoever finding at least one person at a party who knows the pattern and can serve as judge. This is not a joke to trap gullible people. There IS an actual pattern for this game.

PYRAMIDS

A very excellent card game. Get some people together, grab two decks of cards, some beer, and get ready to play.

This game is similar to "Up and Down the River." Each player is dealt four cards which they can look at, but shouldn't let others see.

The dealer out a pyramid of cards, one card at a time (diagram below). If you have this card, you can tell someone else to drink the number of times for that row. However, considering this is a game of bullshitting and lying, you can even tell people to drink when you don't have that card. But, if the person thinks you are lying, they can call your bluff - which doubles the drinking stakes. If you are suspected of lying, you must show your card. If you are caught lying, you drink double for the number of that is being dealt. Likewise, if you are not lying, the other person drinks double.

```
rows - 1 2 3 4 5 6
      x x x x x x
      x x x x x
      x x x x
      x x x
      x x
      x
      x
```

When you finish the pyramid, the game is over. But if you want to keep on going, simply bring the sixth row back down into another point.

QUARTERS

A mindless game that actually requires a certain amount of coordination. Supplies: people and beer (as usual), a quarter (hence the name), and a shallow juice-type glass.

All players sit around a table, or similarly hard surface, and, in turn, try to bounce the quarter off the table into the juice glass. If successful, the player tells any other player to have a drink, as well as receiving another turn. If the player fails, play passes to the next in the circle.

If the player is fortunate enough to make three bounces in a row, this player may make a rule. Anything goes. Some favorites are:

"Can't say drink, drank, or drunk."
"Can't point with your fingers."
"No proper names."
"Have a drink before each attempted bounce."
etc. (be creative)

if any rule is broken during the course of play, the violator subsequently "consumes some beverage."

Early days variations:

The glass that you bounce into also contains the beer to drink. The trick is to then drink the beer without swallowing the quarter.

If the player bounces and hits the rim of the glass, without the quarter going in, s/he receives another free attempt.

If the player misses, and feels confident enough, s/he may "chance" for another attempt. If the player makes the chance attempt, things proceed as if it were a normal turn. However, if the chance attempt fails, that player must drink the beer.

Following a failed "chance" attempt, the player may wish to attempt a "kill." if the attempt is successful, play continues as normal, but if the attempt fails, the player must drink a full glass/can/bottle of beer non-stop.

QUEENS

Another decent card game with a mid-level buzz factor.
Supplies: people, beer, and a deck of cards.

Shuffle the deck of cards. Spread them out so that any card can be chosen. Someone, doesn't matter who, goes first by choosing a card.. The following tells what action is going to be taken:

Ace - Pick any player to drink
King - All players drink
Queen - Ladies drink
Jack - Men drink
10 - 2nd person on right of chooser drinks

- 9 - 2nd person on left of chooser drinks
- 8 - All players drink
- 7 - Person to right of chooser drinks
- 6 - Person to left of chooser drinks
- 5 - change direction (ie from clockwise to counter-clockwise)
- 4 to 1 - the person picking the card drinks that many drinks.

Play continues to the left, unless a five, the change of direction card was drawn.

QUESTIONS

This is a favorite drinking game, although it's often difficult to find people willing to play it. Medium level buzz factor. Basic supplies only: people and beer.

It starts with a room full of people, the more the merrier. The object is to ask a question when it is your turn, but this is much more difficult than it seems. The rules are:

1. Obviously, the infraction of any rule is punishable by a drink.
2. You can only ask one person one question at a time.
 - a. The person who asks the question must address the person queried by name; no pointing. (newcomers to a crowd are allowed some leeway until they learn names.)
 - b. The questions must be answerable by "yes" or "no". (This rule is optional, but be certain beforehand if it will be observed.)
3. The person asked the question must immediately ask another person
 - a. Any hesitation, answering the question, laughing, or doing anything else besides asking somebody else a question is punishable by a drink.
 - b. Asking a question back at the person who asked is punishable by a drink.
 - c. Any question can be asked only once. Simply rephrasing somebody else's question is a cheat. A person who repeats a question must take a drink.

Other notes:

If the crowd cracks up (after, for example, a spectacularly personal question), a "Team Drink" is called.

The best way to play is to keep a question or two rolling around in your head, to be spewed out after you are asked a question. Good questions are the innocent sounding ones: "Has the game started yet?" "Is it past midnight?" "Is that button on your shirt undone?"

The other best way to play is to get personal (the game usually descends to this level fairly quickly): “Do you often pick your nose like that?” “Do you masturbate often?” “Are your breasts really 36DD?” “Does your girlfriend arch when you make love?”

You can see Questions demonstrated (after a fashion) in the tennis court scene in “Rosencrantz and Guildenstern Are Dead.”

RED AND BLACK

Simply a simple game with a pretty high buzz factor.
Simple supplies: people, beer, deck o' cards.

One player goes first. Using mental telepathy, s/he tries to predict the color of the card about to be turned over. If correct, s/he continues; if incorrect - drink.

If correct three times in a row, the player can make a rule concerning procedure for the game. Interesting rules are:

"Can't say red"
"Can't say black"
"Tap head before drinking"
etc.

As always, be creative.

Of course, if some is caught "violating" a rule, s/he drinks.
But be sure not to break the rules while enforcing them.

RHYME

A drinking game for aspiring poets. Supplies: people and beer.

Any player can begin the game, all it takes is for the person to say a word, any word. The next player must say another word that rhymes with the previous word. Play ends when a word is repeated or a non-rhyming word is said. The violator then takes a drink. Play begins again with a new word.

SHOTGUN

This is not really a drinking game, but more or less a contest

to see who could drink a can of beer the fastest. Very high buzz factor.
Supplies: beer, and something to puncture the can with.

Punch a hole near the bottom of the can, on the side. BE CAREFUL: that can is now dangerous with sharp edges possibly exposed. Put your mouth over the hole, lift your head up with the can while opening the can. Drink fast. The first person to finish is the "winner."

SHRA

Rhymes with raw. A simple game with a high buzz factor. Supplies: people, beer, and a deck of cards with 10 through Ace only.

Place one full cup of beer in the center of the table, and arrange the 20 cards in any desired formation around the cup of beer. Play goes in a circle around the table. The first player draws a card. The following table shows what will follow:

10 - Word Association

J - Social drink

Q - that player drinks

K - Give one drink to anybody

A - the first three aces drawn don't do anything. Whoever draws the fourth and final Ace must drink the entire cup of beer in the center of the table.

A few rules about Word Association. The player who draws the 10 starts by saying any word. The next player continues on by saying an associated word. This ends when either somebody can't think of another word IMMEDIATELY, or if a previous word is repeated from that round. Both instances results in a drink. It's that simple.

SINK THE BATTLESHIP

A game of skill, a game of challenge, a game of intrigue? Low-Medium buzz factor. Supplies: people, beer, pitcher, and glasses.

Each player will need a glass of beer. Float an extra glass in the pitcher of beer (adding some beer to the glass may be needed for stability). Each player takes turns pouring beer into the floating glass. After a five second wait, the next player then pours into glass. Whoever causes the glass to sink must retrieve it and drink its contents. The object is to leave the glass just short of sinking and leave the care upto the next player.

SIXES

Simple game, high buzz factor.

Line up six cups, any size unimportant. Get a pitcher(s) of beer and a single die.

Everyone sits around and someone starts by rolling the die (clockwise or counter, direction matters not)

The number you roll corresponds to the number of the cup in the line.

If it's empty fill it as much as you want,
if it contains beer, drink it all, and roll again.

SNAP

A fun game with a Insane buzz factor. Supplies: people, beer, and cards.

Best played with a large number of people (for obvious reasons). One person is designated as the dealer. (This person should be changed every round because the dealer is at a distinct disadvantage. Some people amend the rules so that the dealer does not play on his/her turn.) The dealer begins by placing cards, face up, in a stack, and calls out the number on each turn. When two cards of the same number come up in a row, the first person to bring his/her hand down onto the top of the pile gets the top card, and is then allowed to "give out" the number of the card in drinks to whomever he/she wishes. Rounds end when the dealer runs out of cards.

Some people try to add some more fun to the game by requiring that all players have the 'snap hand' behind their backs. Others call snap on two face cards of same suit in a row, or cards in either ascending or descending order.

SPEED QUARTERS

This one is said to be more fun than the original game. This one doesn't allow for those certain people to concentrate for half-an-hour while everyone else gets bored. The cardinal rule in this game is - you snooze, you lose! Supplies: people, beer, a shallow glass, and two quarters.

Situate everyone in a circle. Give the two quarters to two people opposite each other in the circle (or as opposite as possible). Then, say "GO!" and the two people try to bounce their quarters into the same glass. They get as many tries as it takes and can take as long as they want...BUT when one does make it in, that person passes his/her quarter to

the person on their left. Then this person must bounce the quarter in. This goes on until a person gets passed a quarter when s/he already has a quarter. This person then must drink some beer, you choose the amount.

Sometimes, depending on the number of people playing, it's better to play with two glasses. Then both the quarter and glass get passed after a successful attempt.

SPINNERS

A physically and mentally "challenging" game. Low buzz factor. Supplies: people, beer, and a quarter.

A group of people sit around a flat table with one quarter. One person takes the quarter and stands it on edge on the table, holding it with the end of his/her finger. With his other hand, (or with the same hand holding the quarter), he hits the quarter, causing it to spin (like a top) across the table.

Immediately after "spinning" the quarter, he/she calls the name of someone else sitting at the table. This person must then do one of two things:

- 1) stop the quarter from spinning by capturing it (still on edge) with the tip of his/her index finger.
- 2) hit the quarter using his/her finger so that it continues to spin on edge; after which they call someone else's name.

If the person who "spins" the quarter causes the quarter to spin off the table when they hit it, he/she must take a drink.

If the quarter stops spinning and lands flat before the "receiver" manages to catch or spin the quarter, he/she must drink, and the original "spinner" gets to spin the quarter again.

Rules can also be added regarding such things as if the quarter stops, who drinks when it is heads, or when tails.

THE STAR TREK DRINKING GAME (NOT TNG)

Sip if any of the following occur:

Bones says "He's dead, Jim."

Bones points out he's a doctor, not a _____

Kirk gets the girl

Kirk outwits a computer

Kirk violates the prime directive
Kirk's shirt gets ripped
Kirk bluffs his way out
Kirk takes responsibility for the whole crew
Kirk saves the day with a stirring speech
Kirk kisses the girl
Kirk says "We come in peace" and "shoot to kill" in the same sentence
Kirk says "Phasers on stun"
Spock shows emotion
Spock uses the Vulcan neck pinch
Spock looks into the science station
Spock refers to the doctor as illogical
Spock says "Fascinating" or "Indeed"
Scotty complains about the warp speed requested/demanded
Scotty pulls off a miraculous technological feat
Scotty says "The engines canna take much more a this, Captain"
Chekov promotes Russian history
Chekov says "But Keptin...."
Chekov pronounces a 'w' like a 'v'
Sulu sets course
Sulu has the con
Uhura says "Hailing frequencies open"
Uhura opens a channel in all frequencies and all languages
Uhura sings
Yeoman Rand gives Kirk something to initial
Yeoman Rand serves coffee
Nurse Chapel lusts after Spock
Kyle makes his appearance as transporter chief
Lt. Leslie appears or is mentioned
A redshirt dies
The weapons are powerless
The transporter is inoperative
Dilithium crystals are drained/inoperative/missing
Communicators malfunction
The shields are about to collapse
The Enterprise goes faster than it is possibly able to
The Enterprise is taken over by a superior alien power
You see a styrofoam planet or a planet with no atmosphere
A newly discovered planet is "Much like Earth"

CHUG if any of the following occur:

Kirk does not get the girl
Sulu gets a sword
Major character dies/is assumed dead
Starfleet exonerates the crew for their violation of regulations/orders

Lt. Leslie speaks
The Enterprise goes back/forward in time
Anybody makes a "historical" reference to the 20th century
Spock gets laid
Romulans laugh

SUCK AND BLOW

A classic game for the purpose of meeting people, not for getting drunk. Supplies needed: people of both sexes (depending on sexual preference) and something along the lines of a good sized index card or sheet of paper.

Everyone sits in a circle, generally male - female. Someone chooses to start, and places the card against his/her lips, then using nothing but air pressure passes it to the person sitting next to him. This person takes the card by sucking on it and attempts to pass it to the next person, of course, never touching the card with hands.

If the card is dropped during the exchange, those involved take a drink. Then the game resumes.

There is another version where after the card is dropped, it is torn in half, and then the game continues. Eventually, there becomes more lips involved in the exchange than actual card.

SUPER QUARTERS

An extension of Quarters, and Speed Quarters. This game has also been referred to as Chandeliers. Supplies: people, beer, many cups, and a quarter. High buzz factor.

Take one cup, "the big chug," fill it with beer, and place in center of table. Put a small amount of beer in a cup for each player, and place these cups around the big chug; remember which cup is your own.

The game begins with a player attempting to bounce the quarter into any of the cups. If the player misses, s/he must drink the contents of his/her own cup. If the player makes it, whoever's cup the quarter landed in must drink. If the quarter lands in "the big chug," everybody must drink, and the last one to finish must drink the "big chug."

TAPS

An overly simple game with minimal verbal communication. Standard supplies: people, beer, and a coin for each player.

A player taps his coin on the table once to begin play to the right. The person to his right then taps his coin once to maintain that direction twice to reverse directions. When a person screws up (tapping out of turn or not tapping soon enough) he drinks.

THIRTY-ONE

A game of math and drinking. You'll need a deck of cards, people, and beer. The game follows the same premise as BlackJack, but with some important variations.

The object of the game is to get as close to 31 points in your hand without going over. Aces are 11, all face cards are 10 points, and all other cards are face value.

Each player is dealt three cards, two face-down, and one face-up. The play rotates, like in BlackJack, for additional cards. At any point in the game, if you think you have a high hand, 28 points or so, you can "knock," which means everyone else has one last draw to add to their hand. After everyone plays their last card, the hands are laid down and the person with the lowest point total has to drink an entire beer before they lose again in an ensuing hand. If the person who knocked has the lowest point total, that player must also drink an additional penalty beer for poor play.

If someone does not finish their beer before losing again, they must drink yet another penalty beer. Finally, anytime someone has a total of 31 in their hand, they immediately place their cards down and EVERYONE else is a loser. Fast play can be a killer.

THREE MAN

A most excellent good time dice game. Supplies needed are the standard people and beer, plus dice. Check the variation below for additional optional supplies.

Everyone sits in a circle. The first order of business is to determine the Three Man. This is done by each player rolling a die in turn. The first to roll a three becomes the Three Man (see below for variation with the Beer Helmet.)

The player to the left of the Three Man goes first, and play continues in a clockwise direction. The player then rolls both dice and acts according to the following combinations:

- 1:1 Doubles - see below
- 1:2 Three man drinks (sum to 3)
- 1:3 Three man drinks (three on die)
- 1:4 Thumb to table or floor (playing surface)
- 1:5 Index finger to side of nose.
- 1:6 Player to left of roller drinks (7 left/11 right)

2:2 Doubles - see below
 2:3 Three man drinks (three on die)
 2:4 Pass turn
 2:5 Player to left of roller drinks (7 left/11 right)
 2:6 Pass turn
 3:3 Doubles - see below; three drinks twice
 3:4 Three man drinks; player to left of roller drinks
 3:5 Three man drinks
 3:6 Three man drinks; Social
 4:4 Doubles - see below
 4:5 Social
 4:6 Pass turn
 5:5 Doubles - see below
 5:6 Player to right of roller drinks (7 left/11 right)
 6:6 Doubles - see below

However, if on the Three Man's turn, s/he rolls a three or combination thereof, s/he is no longer the Three Man and then can designate any other player as the new Three Man. (This also includes if the Three Man rolls during a doubles give; see below)

Social: Everybody drinks

Doubles: The roller has the option of giving both dice to one player or one dice to two players. Whatever the case, the dice are rolled and the number on the dice is what that person(s) have to drink (ie. roller gives the dice to Y and Z. Y rolls a 3 and Z rolls a five, Y drinks 3, Z drinks 5. Or Y gets both both dice and rolls a 3:5, Y then drinks 8.) However, if the given dice roll to doubles, the original roller has to drink that amount. But the original roller also keeps the turn.

To condense everything:

Total of 7 - player to right of roller drinks
 Total of 11 - left
 Total of 9 - Social
 Any 3 or sum to 3 - Three man drinks
 1 and 4 - thumb on floor
 1 and 5 - finger on nose
 Doubles - give 'em away

Variation with the Beer Helmet:

To make the visual effect of the game more interesting, the Three Man should have to wear some of strange hat, the Beer Helmet. The Helmet could be almost anything that can be worn on the head, orange hunters' hat, lampshade, undergarments, etc. But tradition holds that the Helmet be made from a discarded case of beer, cut

so the the handle serves as eyepieces and a nose bridge. Other ornamentation may be freely added, such as a plume from other cardboard or feathers. It should look like something worn into battle. Thus the name, Beer Helmet.

When the Three Man no longer is the Three Man due to skillful rolling, part of the ceremony is the passing of the Helmet onto the new Three Man.

THRESHOLD

This is one of those "gee, lets get blasted" games invented after tireless rounds of other games. Very high buzz factor. Supplies: people, beer, a quarter, a cup, and a die.

The cup is passed, containing a quarter and a die. The shaker shakes to the person next to her/him (the shakee). The shakee then calls heads or tails. If the shakee is correct, the shaker drinks once for each spot showing on the die (6 times if you roll a 6). If the shakee is wrong, s/he drinks that many times. Pretty simple game. Variation: use two dice.

TRAPPED

This is a very simple game to play. It is best played with a group of 3-6 players. Necessary equipment: deck of cards, people and beer. The deal alternates clockwise. All of the cards are dealt out face down to each player. The players should make sure to keep their hand hidden from the other players.

Play begins with the player seated clockwise from the dealer. That player lays down any card he/she wishes. The next players (clockwise) need to lay down the same face value card (1 per player) as the previous player.

When the play gets to someone who does not have a card of the same face value, that player becomes 'trapped' and must take a drink. The next player may then play any card. If the 'trapped' player doesn't have that card they remain trapped, and must take another drink. Then plays shifts back to the other player adjacent to the trapped player. This person then plays any card. This goes back and forth until the 'trapped' player becomes untrapped by playing the same face value card as one of the adjacent players.

Play continues until a player plays their last card. Once this happens, the rest of the players must count their remaining cards and take that many drinks.

TWENTY-ONE ACES

This is a good game to start in a Bar. Simple, straight-forward, no gray areas. Medium-high buzz factor. Supplies: people in a bar (preferably ones you know, or people you want to know), and five dice.

The game is played by counting the "ones" that are rolled. The person who rolls the seventh 'one' gets to pick the shot that will be consumed at the end of the game. The person who rolls the fourteenth "ace" gets the honor of paying for the shot. The person who rolls the twenty-first ace has to drink the shot. Play the game by taking die out of the roll so that you only have one dice left when the twenty-first ace is rolled.

For example:

| Count | # dice rolled |
|-------|---------------|
| | -- |
| 1-16 | 5 |
| 17 | 4 |
| 18 | 3 |
| 19 | 2 |
| 20 | 1 |
| 21 | You Drink |

UP AND DOWN THE RIVER

An excellent game with a potentially very high buzz factor. Required materials: many people and at least two decks of cards. A good rule of thumb is one deck for six people, than an additional deck for every additional eight to ten people.

Everyone sits in a circle, one player is the dealer as well as a participant. Each player is dealt four cards face up, to be kept in front of that player.

The dealer then starts 'up the river' by turning over the first card left in the deck. Each player with the same card in front of him/her (suit doesn't matter), must take one drink. If the person has more than one of the same card, it is a drink for each card.

The dealer then turns over the next card. Same thing, except this time it is two drinks. The next deal is three drinks, and the the last is four drinks.

After the fourth card, the dealer returns 'down the river' by dealing the next card on top of the fourth card dealt. Players with matching cards now GIVE four drinks away in any combination; four to one player, or maybe one drink to four different players. Same situation of the player has more than one of the same card; the player gives drinks for each card.

The dealer continues back 'down the river' by dealing the next card on top of the third card dealt. This time players give three cards for each matching card. The next deal is a gift of two drinks, and the last deal is a gift of one drink.

After all the cards are dealt, simply shuffle and deal again. Play continues until everyone is sick of the game, or simply sick.

WUSS, DOUCHE BAG, FUCKER

Nothing quite like a game where you must use these three words. The play is very very similar to "Bouncing Ball." This game is best played among people who know each other well enough to get away with calling them names.

Basically, you can't wuss a wuss, and you can't look a fucker in the eye.

One player begins by looking at another player and shouting "Wuss." The next player has three options:

- 1 - "Wussing" another player than the one who called him (That player then must called something)
- 2 - Saying "Douche Bag" while looking at the player, in the eye, who called him a wuss. (The other player again has control)
- 3 - Saying "Fucker" and looking away from the player who called him. (The original calling player must then call again.)

As with any drinking game, if you screw up, you drink.